



**PATENT APPLICATION**

**IN THE UNITED STATES PATENT AND TRADEMARK OFFICE**

In re application of

Docket No: Q65710

Kazuhiko NOBE, et al.

Appln. No.: 09/931,065

Group Art Unit: 3714

Confirmation No.: 2593

Examiner: WHITE, CARMEN D.

Filed: August 17, 2001

For: GAME MACHINE, GAME PROCESSING METHOD AND INFORMATION STORAGE  
MEDIUM

**INFORMATION DISCLOSURE STATEMENT**  
**UNDER 37 C.F.R. §§ 1.97 and 1.98**

Commissioner for Patents  
P.O. Box 1450  
Alexandria, VA 22313-1450

**RECEIVED**

FEB 24 2004

TECHNOLOGY CENTER R3700

Sir:

In accordance with the duty of disclosure under 37 C.F.R. § 1.56, Applicant hereby notifies the U.S. Patent and Trademark Office of the documents which are listed on the attached PTO/SB/08 A & B (modified) form and/or listed herein and which the Examiner may deem material to patentability of the claims of the above-identified application.

One copy of each of the listed documents is submitted herewith.

The present Information Disclosure Statement is being filed after the later of three months from the application's filing date and the mailing date of the first Office Action on the merits, but before a Final Office Action, Notice of Allowance, or an action that otherwise closes prosecution in the application (whichever is earlier), and therefore Applicant is filing concurrently herewith a Statement Under 37 C.F.R. § 1.97(e). No fee under 37 C.F.R. § 1.17(p) is required.

In compliance with the concise explanation requirement under 37 C.F.R. § 1.98(a)(3) for foreign language documents, Applicant encloses herewith a copy of a Communication from a

INFORMATION DISCLOSURE STATEMENT

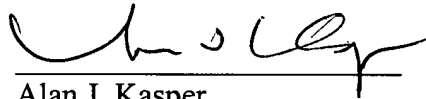
U.S. Appln. No.: 09/931,065

foreign patent office in a counterpart application citing such documents, together with an English-language version (if not already included) of at least that portion of the Communication indicating the degree of relevance found by the foreign patent office.

The submission of the listed documents is not intended as an admission that any such document constitutes prior art against the claims of the present application. Applicant does not waive any right to take any action that would be appropriate to antedate or otherwise remove any listed document as a competent reference against the claims of the present application.

The USPTO is directed and authorized to charge all required fees, except for the Issue Fee and the Publication Fee, to Deposit Account No. 19-4880. Please also credit any overpayments to said Deposit Account. A duplicate copy of this paper is attached.

Respectfully submitted,



Alan J. Kasper

Registration No. 25,426

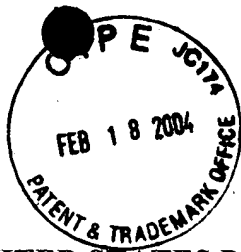
SUGHRUE MION, PLLC  
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WASHINGTON OFFICE

**23373**

CUSTOMER NUMBER

Date: February 18, 2004



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**STATEMENT UNDER 37 C.F.R. § 1.97(e)**

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Alexandria, VA 22313-1450

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FEB 24 2004  
TECHNOLOGY CENTER R3700

Sir:

The undersigned hereby states, upon information and belief:

That each item of information contained in the Information Disclosure Statement filed concurrently herewith was first cited in any communication from a foreign patent office in a counterpart foreign application not more than three months prior to the filing of said Information Disclosure Statement.

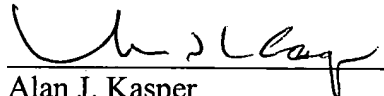
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Alan J. Kasper  
Registration No. 25,426

Date: February 18, 2004

Information Sheet for Information Disclosure Statement	
Your Reference	Q65710
Our Reference	KN-50068(US)
Application for	Patent
Country	U.S.A.
Application No.	09/931,065
<b>DUE DATE</b>	<b>March 2, 2004</b>

1		
Document(s)	Country	Japan
	Publication No.	Japanese Patent Laid-open No. 2000-37491
	Publication Date	February 8, 2000
	Applicant	KONAMI CORPORATION (JP)
	Title of the Invention	DANCE GAME APPARATUS AND STEP-ON BASE FOR DANCE GAME

2		
Document(s)	Country	Japan
	Publication No.	Japanese Patent Laid-open No. Hei 06-277361
	Publication Date	October 4, 1994
	Applicant	NAMCO CO LTD (JP)
	Title of the Invention	GAME DEVICE FOR MULTIPLAYER

#### CONCISE EXPLANATION OF RELEVANCE

The cited reference discloses a game device providing a shooting game for multiple players, as shown in Fig. 12.

In the game device, a handicap of each player is set according to the victory/defeat data of the player and the amount of shield of a moving body 20, 22. The victory/defeat data of each player and the amount of shield of the moving body 20, 22 from the start of a game are stored in memory. The handicap of each player is set by comparing the stored victory/ defeat data of one player with the stored victory/ defeat data of another player and comparing the amount of shield of one moving body with the amount of shield of another moving body.

Furthermore, in the game device, a battle environment is set for every player on the basis of the set handicaps. For Example, the game device makes the visibility poor by making the fog 24 happen in a game field, as shown in Fig. 12, or changing the darkness of a game field to set the battle environment.

Furthermore, as shown in Fig. 12, the game device displays a plurality of gauge images 54 to indicate the amount of shield of each moving body 20, 22.

In the game device, the battle environments of players with good performance become worse, and the battle environments of players with poor performance become better to direct an equally matched game.

However, the game device is not a game device providing a music-oriented game.